1. Write a class named Dice that contains a data member "value". In the default constructor initialize the value with 0. The class should contain a method named roll(). This method generates a random no between 1 and 6 (for the dice), updates the value of dice and displays it. If the value generated is equal to 6 then a message "Chakkaaaa" should display.

   Sample Output:
   Do you want to roll the dice? Y/N
   Y
   Side: 3 (better luck next time)
   Do you want to roll the dice? Y/N
   Y
   Side 6 (Chakkaaaaa)
   Do you want to roll the dice? Y/N
   N (Program exists)

2. Write a class name Account, having the data members name, date of birth (implement through compsition) and balance (declared as private). The class should contains methods depositAmount() and withdrawAmount(). They both will take the amount as an argument and peforms the transactions by updating the balance. While withdrawing the amount check if the amount is less than or equal to balance or not, and do accordingly. The class should contain the getter and setter methods for both the data members. In main, create the object of account by taking values from the user. Your program should be menu driven in a loop. Where the choices must be:

   1. Display Balance
   2. Deposit Amount
   3. Withdraw Amount
   4. Exit